CLAIM AMENDMENTS

Please amend the claims to read as follows:

1-4. (canceled)

5. (previously presented) The system of claim 20, further comprising a second video camera coupled to the SCBA mask, for generating a stereoscopic view.

6. (previously presented) The system of claim 20, further comprising one or two mirrors placed in front of said camera to set the viewpoint of said camera to coincide with the user's eye location.

7. (previously presented) The system of claim 19, further comprising user headphones coupled to the SCBA mask.

8. (previously presented) The system of claim 7, further comprising shafts to connect the headphones to the SCBA mask, and wherein the shafts are filled with epoxy or other means to strengthen the shafts.

9. (previously presented) The system of claim 6, further comprising a rubber bumper placed around the mirror or mirrors.

10. (previously presented) The system of claim 21, further comprising a rubber bumper placed around the mirrored surface.

11. (previously presented) The system of claim 6 wherein each mirror is placed in a mechanical clamp mount.

12. (previously presented) The system of claim 21 wherein each mirrored surface is placed in a mechanical clamp mount.

13. (previously presented) The system of claim 6, further comprising a structure for protecting each mirror from being bumped or hooked.

14. (previously presented) The system of claim 21, further comprising a structure for protecting each mirrored surface from being bumped or hooked.

15. (previously presented) The system of claim 6 wherein each mirror is mounted on a mounting plate.

16. (previously presented) The system of claim 21 wherein each mirrored surface is mounted on a mounting plate.

17. (canceled)

18. (currently amended) The system of claim 1~~7~~ wherein the said opaque materials are selected from the group of materials consisting of tape, foam, plastic, rubber, silicone, paint, and combinations of these materials.

19. (currently amended) A system for creating a see-through augmented reality display, comprising:

a self-contained breathing apparatus (SCBA) mask to be worn by a user;

a motion tracker directly or indirectly coupled to the SCBA to track the user's field of view;

computer graphics rendered by a computer to be shown to the user, the computer graphics corresponding to the user's field of view as tracked by the motion tracker, so that the graphics appear to be anchored in 3-D space; and

a see-through head-mounted display (HMD) mounted in front of the user's eyes on which the computer graphics are displayed, to combine the computer graphics with the user's view of the real world, wherein the non-augmented reality portion of the user's field of view is blocked from view by the user with opaque material such that only augmented reality imagery is visible to the user.

20. (currently amended) A system for creating a non-see-through augmented reality display, comprising:

a self-contained breathing apparatus (SCBA) mask to be worn by a user;

a video camera coupled to the SCBA mask, placed proximate the user's eyes and pointed away from the user;

a motion tracker coupled to said camera;

computer graphics rendered by a computer to be shown to the user, the computer graphics corresponding to the position and field of view of said camera; and

a non-see-through head-mounted display (HMD) mounted in front of the user's eyes on which the computer graphics and the output of said camera is displayed, to combine the computer graphics with a view of the real world captured by said camera, wherein the non-augmented reality portion of the user's field of view is blocked from view by the user with opaque material such that only augmented reality imagery is visible to the user.

21. (previously presented) A system for creating a non-see-through augmented reality display, comprising:

a self-contained breathing apparatus (SCBA) mask to be worn by a user;

a video camera coupled to the SCBA mask;

at least one mirrored surface placed in front of said camera, to alter the incoming viewing angle of said camera such that the viewpoint of said camera coincides with the user's eye location;

a motion tracker coupled to said camera;

computer graphics rendered by a computer to be shown to the user, the computer graphics corresponding to the position and field of view of said camera; and

a non-see-through head-mounted display (HMD) mounted in front of the user's eyes on which the computer graphics and the output of said camera is displayed, to combine the computer graphics with a view of the real world captured by said camera.

22. (previously presented) The system of claim 21, further comprising a second video camera coupled to the SCBA mask, for generating a stereoscopic view.

23. (previously presented) The system of claim 20, further comprising user headphones coupled to the SCBA mask.

24. (previously presented) The system of claim 23, further comprising shafts to connect the headphones to the SCBA mask, and wherein the shafts are filled with epoxy or other means to strengthen the shafts.

24. (canceled)

25. (previously presented) The system of claim 30, further comprising shafts to connect the headphones to the SCBA mask, and wherein the shafts are filled with epoxy or other means to strengthen the shafts.

26. (canceled)

27. (currently amended) The system of claim 206 wherein the said opaque materials are selected from the group of materials consisting of tape, foam, plastic, rubber, silicone, paint, and combinations of these materials.

28. (previously presented) The system of claim 21 wherein the non-augmented reality portion of the user's field of view is blocked from view by the user with opaque material such that only augmented reality imagery is visible to the user.

29. (previously presented) The system of claim 28 wherein the said opaque materials are selected from the group of materials consisting of tape, foam, plastic, rubber, silicone, paint, and combinations of these materials.

30. (previously presented) The system of claim 21, further comprising user headphones coupled to the SCBA mask.